

ABSTRACT OF THE DISCLOSURE

Systems and techniques related to generating a GUI. In general, in one implementation, a GUI may be generated by grouping objects into object groups; defining an arrangement for the object groups, where each object group corresponds to at least one relationship in the arrangement; assigning a graphic pattern that is distinct for each relationship; generating a graphical structure for each object to be represented in the GUI; generating a background region for the GUI for related graphical structures associated with an object group; and, generating the GUI such that one or more related graphical structures are within the background region. In that case, each background region is based on a distinct graphic pattern for the relationship corresponding to the object group. The technique can include displaying the GUI. Also, the graphic pattern assigned to a relationship may represent a color to be displayed in a background region.